

RULES OF THE FAROUKY SMP

NOT FINALISED

Notice: This document is going to be frequently updated based on the wars conducted based on the jurisdiction of the document. This isn't final.

DEFINITIONS:

Declaration for war. A declaration of war is a formal act by which one state announces existing or impending war activity against another. The declaration is a performative speech act by an authorized party of a national government, in order to create a state of war between two or more states.

Peace Treaty. A peace treaty is an agreement between two or more hostile parties, usually countries or governments, which formally ends a state of war between the parties.

Cease fire. a stoppage of a war in which each side agrees with the other to suspend aggressive actions often due to mediation by a third party. Ceasefires may be between state actors or involve non-state actors.

Section 1: Declaration of War and its rights.

Rule 1 . A Declaration of war must be stated in the conflicts AND diplomacy channel. No exceptions.

Rule 2 . A declaration of war must be viewed by the targeted person of the declaration to begin the war in any form. (Propaganda, Combat, and anything related to the war.)

Rule 2.1 . The targeted nation / Federal Entity must reply with a message that implies that they have seen this message. The content of the reply message must use any vocabulary related to "seen".

Rule 3 . The targeted nation has 1.5 real life days before the war begins on **ALL FRONTS** (propaganda, combat, etc.)

Rule 4 . Harming or destroying any structure not related to military or whatnot is absolutely forbidden. If the offender was caught

doing so, they will first face prosecution and the dismissal of the war on **ALL FRONTS**. Repeat offenders are suspended from the community or from making wars.

Rule 5 . Any form of Griefing, or unjust behavior such as harming non combatants, is strictly forbidden.

Rule 6 . Any battles must be **SCHEDULED ACCORDINGLY**. and if both parties do not agree on any battles then either the war is dismissed or the war will simply have to wait until there's an agreed schedule. **A SCHEDULE MUST BE AGREED BY BOTH FIGHTING PARTIES.**

Rule 7 . **CONTEXT IS EXTREMELY IMPORTANT AND IF YOU ARE FOUND TO BE USING A LOOP-HOLE (in the rules) YOU WILL BE PERMANENTLY SUSPENDED FROM THE COMMUNITY.**

Rule 8 . Respect is mandatory for both parties. If both parties are refusing to withhold respect between their battles or discussions and the war is suspended until they do so or the war will be dismissed.

Rule 8.1 . The land you conquer, still doesn't make you able to destroy any civilian structure. But gives you the option to add more.

Rule 9 . After conquering a land and you decide to impose a tax, any taxes over 20% will be dismissed and are strictly forbidden. No exceptions.

Rule 10 . If you are found to be discriminating or purposefully targeting someone even after the end of a battle / war, you will be suspended, depending on severity.

Rule 11 . If you are caught instigating a war for an unjustifiable reason, you will be permanently suspended but you have the right to appeal.

Rule 11.1 . Each war must have a **JUSTIFIABLE CAUSE / REASON**.

Rule 12 . Using weapons in a joking manner is absolutely prohibited and will give you a permanent suspension from attending, making, influencing or funding any wars.

Rule 13 . Failure to comply with S1 or any of the rules will result in warnings, 2 warnings, and then temporary suspension from community or participating in wars.

Rule 14 . If a soldier / representative from any party is behaving in a salty manner towards the opposition then he is obligated to hand back his equipment if he has them, and is temporarily suspended

from participating in wars. We encourage sportsmanlike behavior, but not petty or bad faith.

MORE RULES TO BE ADDED. WAR RULES ARE PUBLISHED, ADMINS RESERVE THE RIGHT TO BAN YOU AND YOU HAVE THE RIGHT TO APPEAL IF THE RULE SAYS IT IS APPEALABLE.